
Subject: Burn Time vs Accuracy

Posted by [Kateeba](#) on Fri, 02 Jun 2006 12:37:36 GMT

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;Just because the original project was in 16 bit doesn't mean you only get
>>16 bits out of it when bouncing at 24 bit.

>>

>>The mix bus, eq and effects all have more than 16 bit resolution, plus
multiple

>>16 bit tracks added together equals more than 16 bits of resultion.

>>

>>Bouncing a 16 bit project at 24 bit does increase resolution. If you look
>>at the files you will see the last 8 bits are not empty.

>>

>>Cheers,

>>Kim.

>>

>>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote:

>>>

>>>If your running 3.0 set the project window for 16 bit and render. You
can

>>>go the other way too. I've had projects where I found out the client really

>>>wanted 24 bit files, after it was too late. I just render the
